**Areas of active research**

Computer Graphics, Computer Vision, and Animation.

Photorealistic and non-photorealistic image synthesis, image-based modeling and rendering, curve and surface design, image editing and colorization, high quality image compression, theory of optical flow and image registration, computer vision for robotics and video surveillance.

Computer Architecture.

Concurrent and parallel processing, supercomputers, hardware-software co-design, circuit design and computer aided design, embedded systems, novel microprocessors, memory architecture, computer-aided design of hardware and software, architecture for online applications, energy-efficient systems, and embedded systems.

**Courses in computer science and engineering**

**Graduate Program 2004-2005**

The University of Washington

Computer Science & Engineering

Seattle, Washington 98195-2350

Box 352350

http://www.cs.washington.edu

A Vibrant Research Environment. Areas of expertise include:

- Computation and AI
- Database Systems and Information Integration
- Computer Networks
- Programming Languages
- Parallel and Distributed Systems
- Computer Graphics, Computer Vision, and Animation
- Computer Architecture
- Digital Systems and Software Engineering
- Computer Science & Engineering at the University of Washington is consistently ranked among the top ten programs in the nation.

**The Faculty**


University of Washington

Computer Science & Engineering

Graduate Program 2004-2005